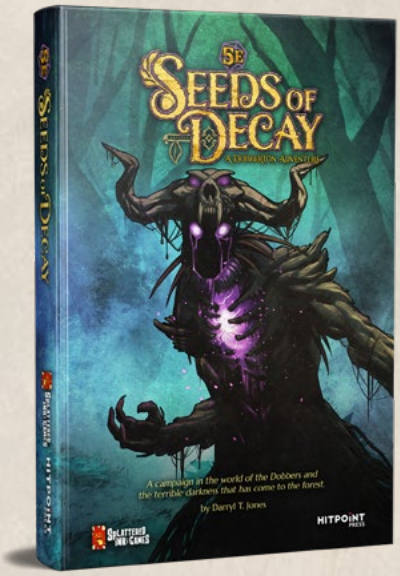
5E
SEEDS OF DECAY
A DOBBERTON ADVENTURE
NEW RULES FOR TINY CHARACTERS
A glimpse into the world of the Dobbers and the terrible darkness that has come to the forest.
BY DARRYL T. JONES
KICKSTARTER
SPLATTERED INK GAMES
HITPOINT PRESS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A campaign in the world of the Dobóen and the terrible darkness that has come to the forest.
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Seeds of Decay is a fully developed setting that can be used in any campaign or by itself which includes:

- Expanded rules for playing tiny characters in 5th Edition
- New races, classes, subclasses & backgrounds
- Detailed villages & cities with fully illustrated maps
- Unique shops, taverns, caverns & other evocative locations
- An extensive appendix of monsters, spells & magic items

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JANUARY

2022

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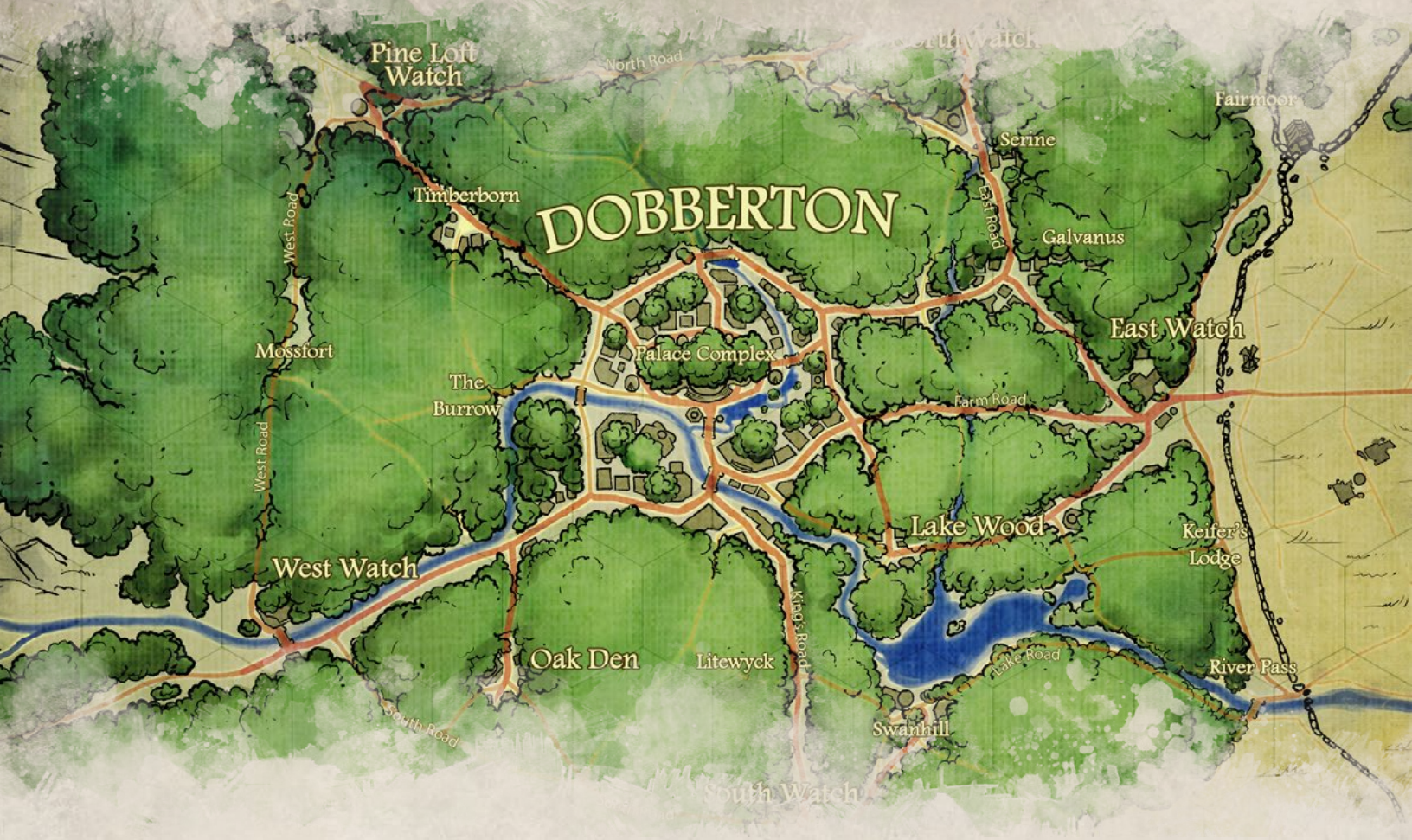
It is not wise to wander the rocky bed of the Dry Bones Creek, especially at night. It attracts the worst kind of scavengers. But, Gavin was never one to heed such concerns. He had heard about a rich merchant who'd lost her traveling bag, for which she was offering a reward to whomever could return it. That sounded like easy money to Gavin and the clues had led him here.

The bright moon bounced off the large rocks and amplified the shadows around him. He was crouched between two large rocks, listening to his surroundings. He could hear a chitinous crunching echoing among the boulders, but couldn't identify the direction it was coming from. He took one careful step, doing his best to keep the loose rock under his feet from shifting. Leaning out from the crevasse, he could see it, a giant stag beetle. It was huge! Each one of the creature's mandibles were as long as he was tall. It crunched through the bones of some remains it had found then raised its head. Gavin froze. Did it see him? It darted forward, its six legs clattering on the rocky ground.

With a gasp, the young dobber fled. He found his way back to the roots he'd used to climb down into the creek bed and scrambled back up them. He dashed into the forest and didn't look back. No amount of reward was worth getting bitten in half, but at least he'd have a story to tell. He was already thinking of fun embellishments as he slowed his pace, believing he was now safe from the huge insect.



The Alwaysgreen Forest

The Alwaysgreen Forest is a lush and beautiful land, full of ancient, towering trees; magical, life-giving waters; and deep crystal lined caves. It is teeming with life and magic. The awakened Woodkin, the magestic Deeret, Goblins, Ratkind, Dobbers of all traditions, and many more call it their home. Dobbers are the most populous. They are friends to the forest, belonging to it and it to them as a leaf does to a tree.

Dobbers are tiny people, often described as three apples tall, though in truth, they are taller. They range between 14 inches and 2 feet tall, though 2 feet tall would be quite rare. For what they lack in size, they make up for with intelligence, wisdom and creativity. Their bodies are often stocky, built with a sturdy frame, and large hands and feet. Their most famous feature is their overly large, round nose and equally large ears.

Their tiny size is perfect for their life in the forest where they build their homes into the bases of tree trunks and use wood as their primary resource. Anywhere sun breaks through the canopy, their gardens flourish. They love vegetables and fruits, berries and nuts. Most prefer working with their hands, spending their time farming, building or crafting. Some build amazing contraptions and tools to aid their chores. They are hard working and love their community, always willing to lend a hand, share a story, or enjoy a warm cup of tea by a roaring fire.

However, no story of the Alwaysgreen Forest would be complete without Woodkin. Awakened raccoons, badgers, chipmunks, owls and more also call the forest their home and have been embraced by Dobbers as family. Living side-by-side in peace, every town square, farmstead, and holiday gathering is a colorful menagerie of unique characters that have chosen to share their lives.

The Dobbers

Dobbers are the most common race in the Alwaysgreen Forest. Common Dobbers typically come from within the Dobberton Kingdom.

Physique: Dobbers are tiny. They average 18" tall, weighing 30 to 50 lbs. Their bodies are dense and stocky for the size with hands and feet that seem somewhat oversized. Their ears are typically quite large and their noses dominate their faces, large and round.

Age: Dobbers reach adulthood in their late teens and have been known to live nearly a century.

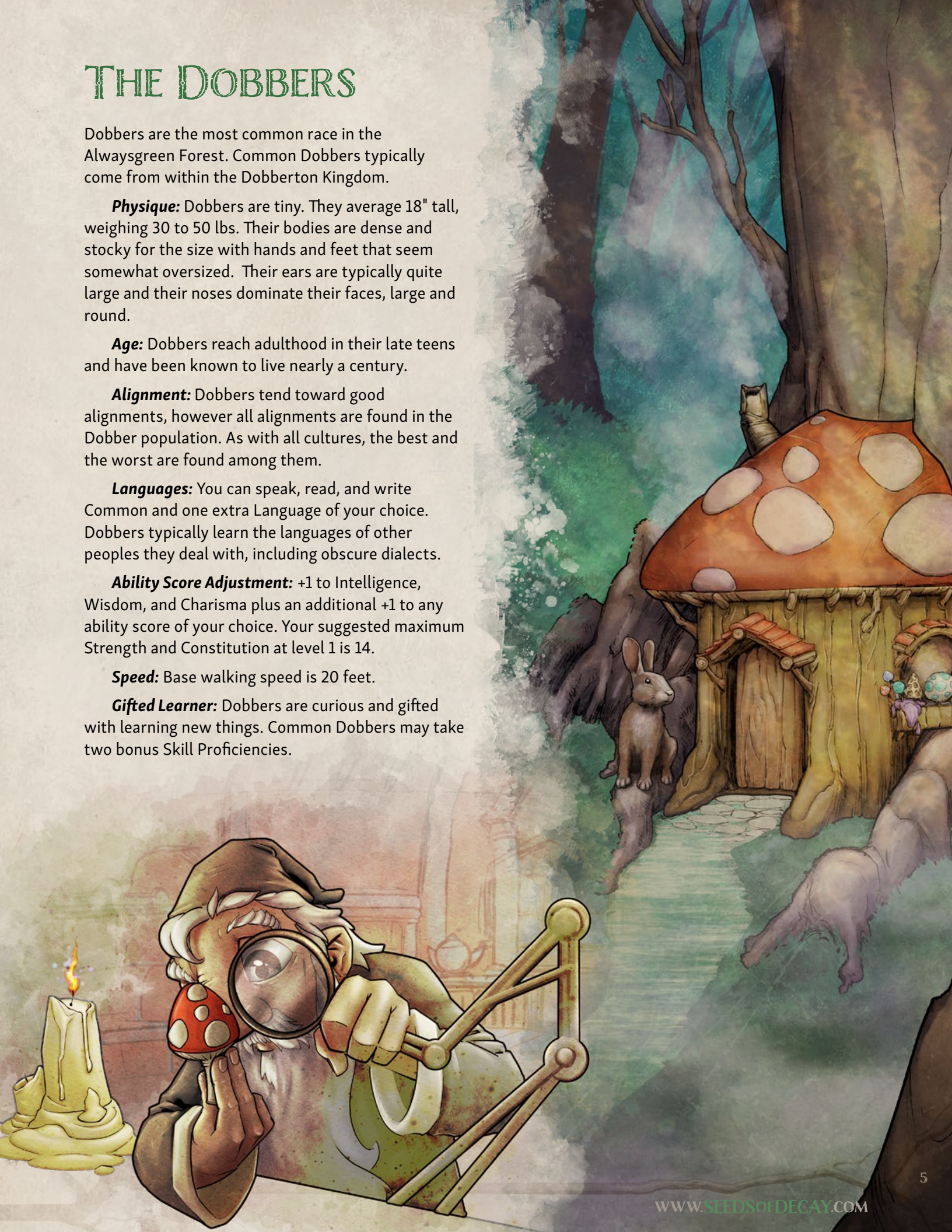
Alignment: Dobbers tend toward good alignments, however all alignments are found in the Dobber population. As with all cultures, the best and the worst are found among them.

Languages: You can speak, read, and write Common and one extra Language of your choice. Dobbers typically learn the languages of other peoples they deal with, including obscure dialects.

Ability Score Adjustment: +1 to Intelligence, Wisdom, and Charisma plus an additional +1 to any ability score of your choice. Your suggested maximum Strength and Constitution at level 1 is 14.

Speed: Base walking speed is 20 feet.

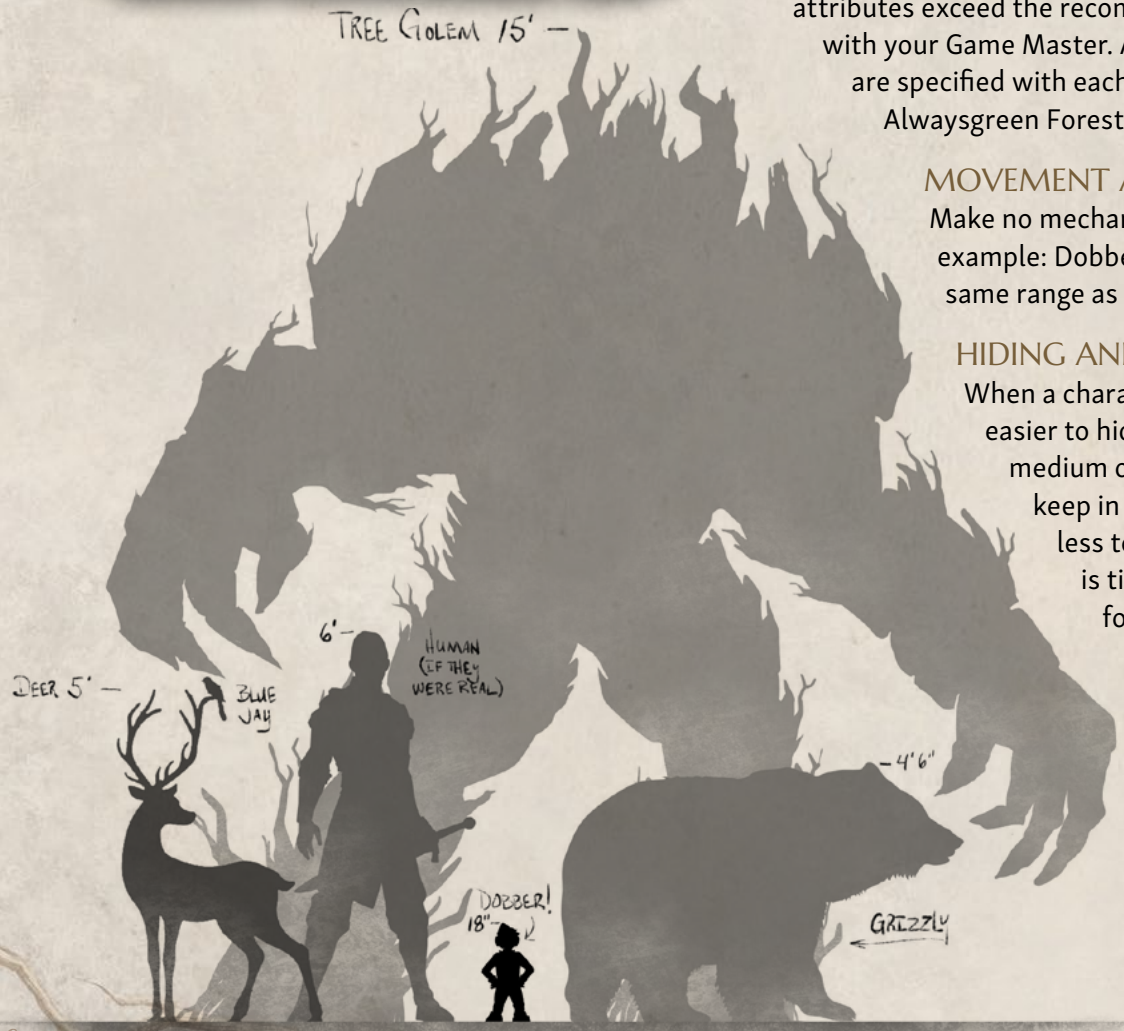
Gifted Learner: Dobbers are curious and gifted with learning new things. Common Dobbers may take two bonus Skill Proficiencies.



New Rules for Tiny Characters

Toby and Gavin heaved on the massive pumpkin. They were determined to win 'biggest pumpkin' at this year's festival, but first they had to get this one into town. Unfortunately, the pumpkin they were trying to move just wouldn't budge. Their prized pumpkin was nearly two feet tall and twice as big around. Neither Toby or Gavin could see over it despite Gavin being rather tall for his age at 16 inches tall. Sweat dripped off Toby's round nose. While he was an inch shorter than Gavin, what he lacked in stature, he made up for in strength.

Gavin slumped to the ground, leaning against the orange rind. He wasn't ready to give up, he just needed to think of a plan.



It's a Tiny World

No one likes finding a bear wandering through their cucumber patch, especially when that bear towers over you like a mountain! Being tiny is perfect for having a debate with a chipmunk, but puts you at a serious disadvantage against the vast array of large hostile creatures in the world.

The Alwaysgreen Forest is full of tiny creatures. When playing a tiny creature one must keep in mind the impact of battling and moving around creatures that may be much larger and in many cases, much stronger.

Ability Scores

Tiny characters usually don't have the same physical ability scores as those who are much larger. To represent this, it is recommend that a cap on both Strength and Constitution for level 1 characters be implemented. If you want to play a characters whose attributes exceed the recommended cap, check with your Game Master. All the necessary details are specified with each race found here in the Alwaysgreen Forest.

Movement and Range

Make no mechanical changes. For example: Dobber sized arrows have the same range as human ones.

Hiding and Cover

When a character is tiny, it can be a lot easier to hide from creatures that are medium or larger. It is important to keep in mind that it takes much less to cover a character that is tiny. That being said, rules for half cover and three-quarters cover in melee combat remain the same.

Ranged Combat

It can be difficult for medium or larger creatures to hit tiny characters with ranged

attacks. This is particularly true when considering these creatures are likely used to combat with medium or larger creatures. There is simply less for a medium or larger creature to hit when targeting a tiny character. This gives them the benefit of half cover even when they are out in the open (+2 to AC) and three quarter's cover (+5 to AC) if at least half of them is obscured from the attacker.

PASSING THROUGH THE SPACE OF OTHER CREATURES

A tiny character can easily tumble around or run between the legs of a larger creature in its space. Make an opposed Dexterity (Acrobatics) check with advantage when moving through the space of a larger creature.

Conversely, a tiny characters will have a much more difficult time attempting to overrun or shove aside a creature they are attempting to pass in the same space. To do this, make an opposed Strength (Athletics) check with disadvantage.

MOVING THROUGH SMALL OPENINGS

Tiny characters can move through openings much smaller than most characters can. There are no specific mechanics for this, but rather a frame of mind. When a tiny character is in a space designed for medium or larger creatures it will be easy for that character to hide under chairs, go out windows or climb down a chimney. Be creative, tiny characters will have a lot of opportunities that larger creatures may not.

SWIMMING, CLIMBING AND CRAWLING

Tiny characters climb using the same rules as medium and larger creatures, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check. However, due to your tiny size, hand-holds and other elements needed to climb will be harder to reach. The strength needed to swim against the current may be significant. If the Game Master considers this movement to be difficult enough to require an ability check, +2 to the DC. +5 if it is very difficult.

Tiny player characters have advantage on Dexterity based rolls and disadvantage on Strength & Constitution based rolls when directly opposing creatures that are medium or larger.

When a tiny character takes damage from a creature that is much larger, it is important to consider how much greater the affect of the damage may be. It maybe helpful to visualize ***your*** tiny character next to a humanoid or a bear, such as is shown on page 6.

While this difference can be adequately handled through the Game Master's flavor and description, consider using the effects and extra damage described in the chart below. This will increase the sense of danger and excitement when portraying a tiny character.

CREATURES

Creatures that are written for the Alwaysgreen Forest are expected to be relative in size to other creatures in the world. Dobbers are the base line and no upscaling or other changes are necessary.

CREATURES FROM OTHER SETTINGS

These creatures are usually written with humans as the base line. To reflect the tactical and mechanical differences that would naturally be in play between tiny and larger creatures, consider using the following scaling options in your game.

Damage vs. Tiny Creatures

DAMAGE TYPE	LARGE AND HUGE CREATURES	GARGANTUAN CREATURES
Slashing, Piercing	Severed: +1d6 damage & constitution roll vs 10 + 1/4 damage taken or be stunned for a # of rounds equal to the amount failed on the roll	Cleaved: +3d6 damage & constitution roll at disadvantage vs 10 + 1/4 damage taken or be stunned for a # of rounds equal to the amount failed on the roll
Bludgeoning, Thunder, Force	Broken Bones: +1d10 damage & constitution roll vs 10 + 1/4 damage taken or be knocked prone	Crushed: +2d10 damage & constitution roll at disadvantage vs 10 + 1/4 damage taken or be knocked unconscious for a # of rounds equal to the amount failed on the roll

I hope you've enjoyed this introduction to Seeds of Decay, a glimpse into the world of the Dobbers and the terrible darkness that has come to the forest. There is a lot more coming, so make sure to join the community mailing list at seedsofdecay.com.

You can also go to the feedback form on the site if you'd like to talk about this document in any way. Feedback from the 5e community is invaluable as I continue to develop content!

~ Darryl T. Jones

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